

STAR WARS

MINI-FIGURES

CHECKLIST

Rebel

- ☐ 1/40 Bothan Commando ●
- ☐ 2/40 C-3PO, Ewok Deity ☆
- ☐ 3/40 General Grievous ★
- ☐ 4/40 General Rieekan ☆
- ☐ 5/40 Leia, Bounty Hunter ☆
- ☐ 6/40 Luke Skywalker, Rebel Commando ☆
- ☐ 7/40 Rebel Commando Pathfinder ◆
- ☐ 8/40 Rebel Trooper ●
- ☐ 9/40 R2-D2 with Extended Sensor ★
- ☐ 10/40 Veteran Rebel Commando ●

Imperial

- ☐ 11/40 Arica ★
- ☐ 12/40 Darth Vader, Legacy of the Force ☆
- ☐ 13/40 Emperor Palpatine on Throne ☆
- ☐ 14/40 Imperial Dignitary ◆
- ☐ 15/40 Moff Jerjerrod ★
- ☐ 16/40 181st Imperial Pilot ◆
- ☐ 17/40 Sandtrooper ●
- ☐ 18/40 Sandtrooper Officer ◆
- ☐ 19/40 Scout Trooper ●
- ☐ 20/40 Shock Trooper ◆
- ☐ 21/40 Snowtrooper ●
- ☐ 22/40 Snowtrooper Commander ◆
- ☐ 23/40 Stormtrooper ●
- ☐ 24/40 Thrawn (Mith'raw'nuruodo) ★

New Republic

- ☐ 25/40 Kyp Durron ★

Fringe

- ☐ 26/40 Bacta Tank ◆
- ☐ 27/40 Bespin Guard ●
- ☐ 28/40 Chiss Mercenary ●
- ☐ 29/40 Dash Rendar, Renegade Smuggler ☆
- ☐ 30/40 Duros Scout ●
- ☐ 31/40 Ewok Scout ●
- ☐ 32/40 Jawa Scavenger ●
- ☐ 33/40 Lobot, Computer Liaison Officer ★
- ☐ 34/40 Logray, Ewok Shaman ★
- ☐ 35/40 Mercenary Commander ◆
- ☐ 36/40 Mouse Droid ◆
- ☐ 37/40 Twi'lek Black Sun Vigo ◆
- ☐ 38/40 Ugnaught Droid Destroyer ◆
- ☐ 39/40 Whiphid Tracker ◆
- ☐ 40/40 Xizor ☆

There are four levels of collectability:

●: Common; ◆: Uncommon;
★: Rare; ☆: Very Rare

IMPERIAL ENTANGLEMENTS™

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RULES SHEET

The *Imperial Entanglements*™ set reflects the Rebellion Era, a dark time when the Empire holds the galaxy in thrall and the Rebels struggle for every victory. The following new abilities add to those in *The Clone Wars*™ Starter Set rulebook; they will be updated in future rules releases.

Rules Updates

Furious Assault: This character must move at least 1 square to use this ability. Earlier versions of Furious Assault did not specify the minimum movement.

Ion Gun +[#]: This special ability deals bonus Damage to nonliving targets instead of only Droids. Existing characters with Ion Gun use this rule as well. *The Clone Wars* rulebook inadvertently omitted this rules update, first introduced in the *Knights of the Old Republic*™ set.

Special Abilities and Force Powers

Augment Healing: Allies who are adjacent to this character double the amount of damage removed when they use Heal or Force Heal. These allies lose this ability as soon as this character is no longer adjacent (which includes being defeated).

Electrostaff +[#]: This character gets a +[#] bonus to Damage whenever it hits an adjacent nonliving enemy. An adjacent living enemy hit by this character's attack is instead stunned this round unless it makes a save of 11.

Impulsive Force Renewal 1: If a Unique allied character is defeated, for the remainder of the skirmish this character has the Force Renewal 1 Force power (see page 38 of the rulebook).

Levitation 1: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power moves an allied Small or Medium character within 6 squares of it to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity. Using Levitation 1 is not an attack and does not require an attack roll.

Pathfinder: Moving into difficult terrain within 6 squares of a character with this special ability does not cost allies extra movement.

Relay Orders: Each allied commander can extend its command range from this character as well as from itself for the purpose of commander effects. This special ability only increases range; any bonus conferred by a commander effect is not multiplied, nor can a commander effect be triggered multiple times at once as a result of this special ability.

Squad Cover: This character gets a +4 bonus to Defense if 3 allies with the same name as this character are within 6 squares of it.

“Unleashed” Force Powers

The *Force Unleashed* set introduced “unleashed” versions of Force powers, with more intense effects depending on the number of Force points spent to activate them. The following unleashed Force powers appear in this set.

Force Corruption 1: (Force; 1 Force point) This Force power works much like Force Corruption 2 as described in the rulebook, except that it deals 10 damage to the target on a hit and each time the corrupted target activates.

Force Lightning 3: (Force; 3 Force points) This Force power works much like Force Lightning 5 as described in the rulebook, except that it deals 40 Damage.

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